

# CHE TAN

Game Designer

## Contact

4678 Rue Henri-Deslongchamps  
Apt. 3, H1X 3H7  
514-664-6699  
Stormex3727@gmail.com  
linkedin.com/in/che-t-625842a6/

## Skills

### Technical

- Game mechanics design
- Narrative design
- UI and UX design
- Design document creation
- Slide presentation creation
- Wireframing with Figma
- Vector art with Figma
- Image editing with Photoshop
- Pixel art with GraphicsGale
- 3D environmental modelling with Maya
- Website creation (HTML, CSS, JavaScript)
- Unity Engine (C#)
- Unreal Engine (C++)
- Music composition
- Digital audio engineering with FL Studio 20

### Interpersonal

- Teamwork
- Planning
- Management
- Communication
- Critical thinking
- Time management
- Public speaking

Che Tan makes video games as well as tabletop games. He loves playing trading card games and is designing and prototyping one of his own. He often designs games by combining ideas from different genres to generate new synergistic game concepts that feel fresh but familiar, such as a top-down space shooter with a MOBA style ability system. His greatest passion is creating challenging and replayable gameplay loops that keep the player coming back for more. He also loves crafting wacky fictional worlds that blur the line between fantasy and science fiction to tell stories in his games.

## Work History

2022-06 –  
Present

### Student Ambassador

Concordia University, Montreal, Quebec

- Delivered campus tours to prospective students on both campuses.
- Operated kiosks at high schools to answer questions about the university.
- Triaged visitors at the front desk of the Welcome Centre.

## Education

2019-09 –  
Present

### Bachelor of Fine Arts: Specialization in Computation Arts

Concordia University, Montreal, Quebec

- 3.89 CGPA
- Golden Key member

2017-08 –  
2019-06

### DEC: Interactive Media Arts (Arts, Literature and Communication)

Dawson College, Montreal, Quebec

- 92% average grade
- Honour student

2012-08 –  
2017-06

### High School Diploma: International Baccalaureate Program

Collège Saint-Louis, Montreal, Quebec

- Chemistry and Physics
- Natural science math

## Languages

English

French

Mandarin Chinese

Spanish (basic)

Japanese (basic)

## Projects

2023

### Nerdy Cards

Tabletop, card game

### Time for Equity

Twine, choose your own adventure

### The Chilling Trial

Adventuron, mystery & text adventure

2022

### The Campaign Office

Unity Engine, educational & point-and-click

### Stan Stopper

Unity Engine, 2D shooter

### Re-Boot

Unity Engine, puzzle & platformer

### Screen

Unity Engine, mystery & simulation

### Hungry Hustlers

Unity Engine, 2D shooter

### The Lootbox Mechanic

P5.JS, typing & strategy

2021

### Breakdown Bowling

Unity Engine, puzzle

### Time Twister Troubles

Twine, choose your own adventure

2020

### The Last Hacktivists

P5.JS, turn-based RPG & 2D shooter

2019

### Pudding Quest

Website (HTML, CSS, JavaScript), choose your own adventure

### Wizard VS Killer Robot

P5.JS, action & turn-based RPG

### Gunfire Rush

Unreal Engine 4, rail shooter & runner

2018

### Celestial Pathmaker

Scratch MIT, runner game

### Project Leader

Tabletop, card game

### Instant Input

Micro:bit, reaction speed game

### Feranite

Tabletop, card game

2017

### Sorcerer V Aliens

Scratch MIT, space shooter